CANYON CLIMBER

For the Atari 400/800 (16K)

by Tim Ferris

CANYON CLIMBER is a one player game. You will need split second timing and luck as you scale the walls and meet the dangers of the Grand Canyon.

TO START

Diskette

Make sure that the power is off to your computer. Turn on the power to your T.V. and disk drive 1. Wait for the red "drive busy" light to turn off. Insert the diskette and close the disk drive door. Now turn on the computer. The program will load and run automatically.

Cassette

Insert the cassette into your tape player and press play. Hold down the START key and turn on your computer. When you hear the "buzzer," press RETURN. The tape will load and run automatically.

Connect a joystick to controller jack #1. Press the red button to begin.

Object

The object of **CANYON CLIMBER** is to climb up three levels of the Grand Canyon and reach the top. To score points you must set explosive charges, push a plunger to blow them up, avoid arrows, leap over charging sheep, jump over gorges and avoid birds dropping bricks. You get three chances to reach the top.

Scoring

Big Horn Sheep	200
Place a Charge	200
Jump a Gorge	200
Jump an Arrow	200
Block an Arrow	500
Complete a Level	3000

Game Control

Use your joystick to climb ladders and move your man up the canyon. Press the red button to jump over sheep, arrows and gorges. Press the button again to start a new game.

Special Features

Press the ESC key to pause and any other key to continue. Press SYSTEM RESET to reset the game.

Strategy

Time is important in all levels. Your aggressors speed up as time passes. Your man will tire after several jumps and won't jump as far. After several passes through the canyon, the man will grow even more tired and, the aggressors become more aggressive.

Level 1 – Lay your explosives at each end of a bridge by running over it. Jump over all sheep. When you go to press the plunger, hide on the ladder below to avoid sheep entering from the right side of the screen.

Level 2 – Time your jumps carefully to avoid arrows. If one hits your foot it won't hurt you. Arrows will change speed and throw off your timing. Use shields to block arrows for extra points. Press the red button when you are under a shield to grab it. Shields only last between 3 and 12 seconds. When an arrow approaches, press the jump button, just in case your shield disappears. You can not climb a ladder or jump with a shield.

Level 3 – Keep moving! One bird has an excellent aim. Don't wait on ladders or you could be knocked off. Watch your feet as you jump so you don't fall off an edge. Birds drop bricks in a pattern. Watch so you know when to jump and when to climb. By the way, you can't go back down!

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